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macXware™ PhotoEdit™ User Guide for Macintosh

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macXware, P.O. Box 642116, Omaha, Nebraska 68164-2116, USA - www.macxware.com

Welcome to PhotoEdit

Welcome to the macXware™ PhotoEdit™ application, a powerful image editing tool that lets you go beyond basic photo enhancement.

Featuring everything you need for advanced photo editing and creating professional quality images, PhotoEdit also contains tons of image filters and effects, and an exclusive Rbscript editor that allows the creation of unique filters and effects.

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Installing PhotoEdit

Insert the PhotoEdit CD-ROM into your CD-ROM drive. Once the CD-ROM icon appears on the Desktop, double click on it to launch the Welcome Screen. You can double click on the icon that says "Install PhotoEdit" to launch the installer. Follow the on-screen installation instructions.

For Mac OS9 computers, follow the same procedure as above but click on the "OS9 Installer" icon instead.

Customer Support

The web address for macXware is **http://www.macxware.com.asp** on the Internet. You can access general customer service, product information, frequently asked questions (FAQ's) and technical support on this website. For additional support or specific customer service related questions, you may also mail, telephone, fax or email. The hours of operation are 9:00 am to 5:00 pm, Eastern Time (EST), Monday through Friday.

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Table of Contents

Introduction 4

1. Basics
- 1-1. Creating a New Image 5
- 1-2. Tools 7
- 1-3. Color Window 10
- 1-4. Patterns 11
- 1-5. Brushes 11
- 1-6. Selecting 11
- 1-7. Modifying Selections 12

2. Editing and Techniques
- 2-1. Using the Edit Menu 15
- 2-2. Blend Modes 16
- 2-3. Masking 18
- 2-4. New Image from Clipboard 20
- 2-5. Resizing Selected Image 21

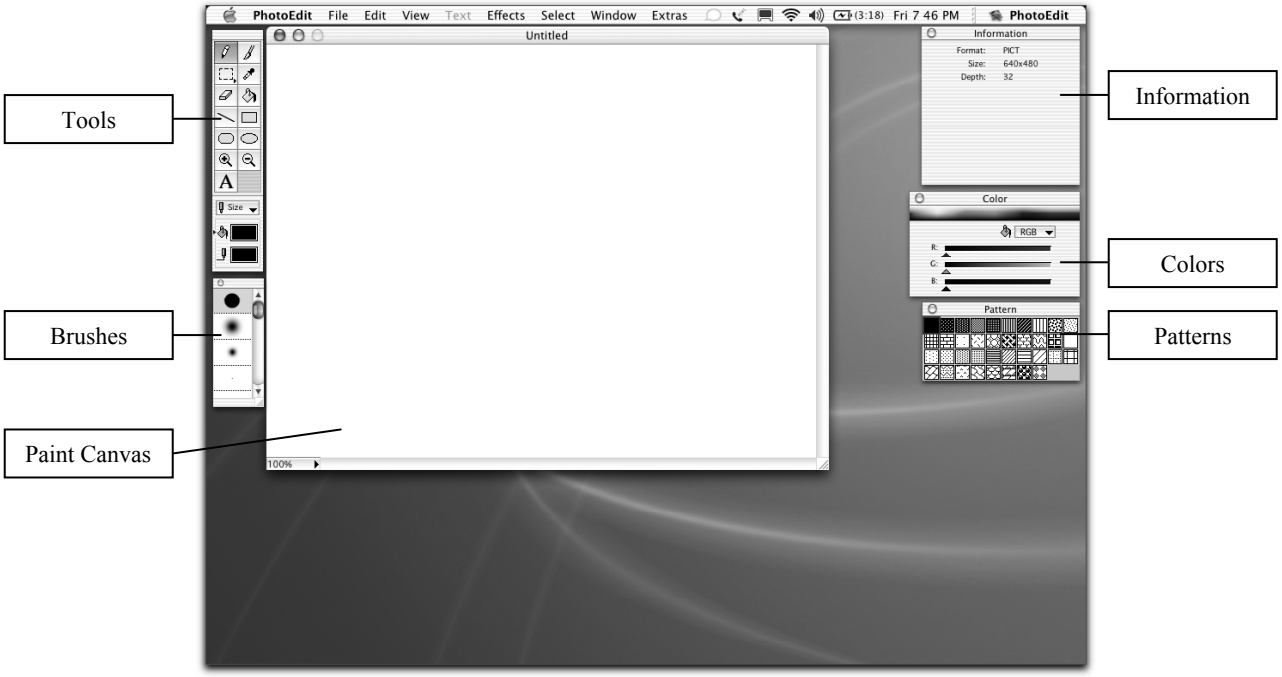
3. Image Enhancements & Filters
- 3-1. Adding Effects or Filters to Your Image 23
- 3-2. Removing Red Eye 24
- 3-3. Color Adjustments 26
- 3-4. Replacing Colors 28
- 3-5. Keying-Out Color 30
- 3-6. Brightness and Contrast 33
- 3-7. Gamma 34
- 3-8. Sharpening 35
- 3-9. Smoothing 36
- 3-10. Color Filtering 38
- 3-11. Image Filters 39
- 3-12. Creating 3D Anaglyphs 40
- 3-13. Creating a Bevel Button 42

4. Extras
- 4-1. Preferences 44
- 4-2. Media Browser 45
- 4-3. Custom Brushes 46
- 4-4. The Rbscript Language and what you can do with it 48

Introduction

Becoming familiar with PhotoEdit

The PhotoEdit environment allows you to quickly and easily modify your photos:



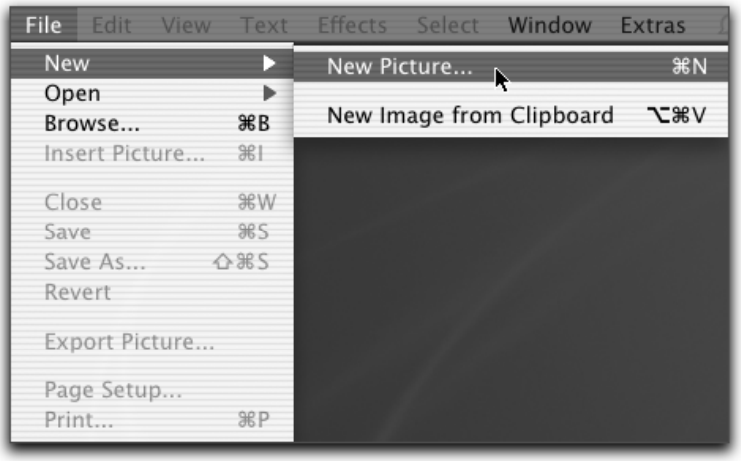
This is the image editing environment. Here you may use the available set of tools to create what your heart desires.

Paint Canvas – This is where the your image editing and enhancement occurs. Use a tool from the tool window by dragging or clicking here.
Tools – This window contains the tools you will use to modify your image.
Brushes – This window contains the eraser and brush tools.
Information – This window contains information about your image such as format, size, and depth.
Colors – This window allows you to change the selected color (line or fill color) from the tools window.
Patterns – This window allows you to change the pattern to fill the fill color with.

1. Basics

1-1. Tool Window

In this section, we'll learn how to create a new image.



To do this:
- *Choose menu: File → New → New Picture*

Next, the following dialog box should appear:

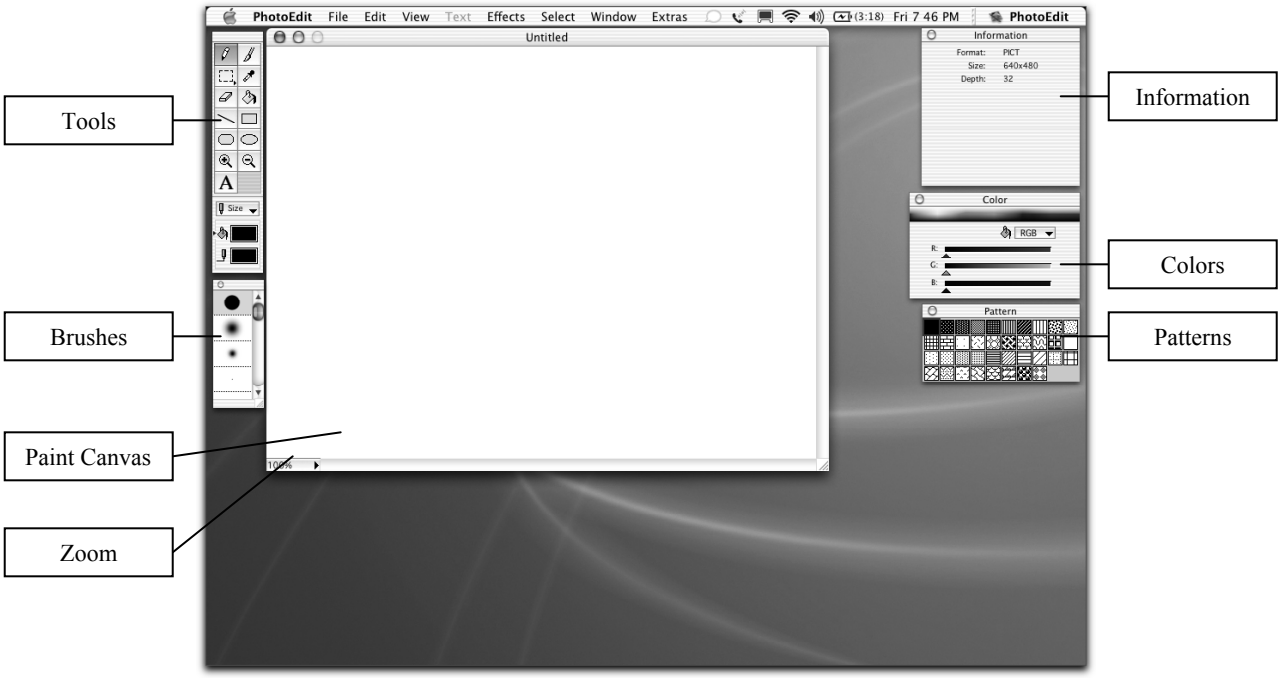
This is the new picture dialog box, here you may change the settings of your image:

Width – The width of your new image.
Height – The height of your new image.
Depth – This is the number of colors your image will support.
Type – This is the format to use for your image.

Now let's create your image!

To do this:
- *Press New*

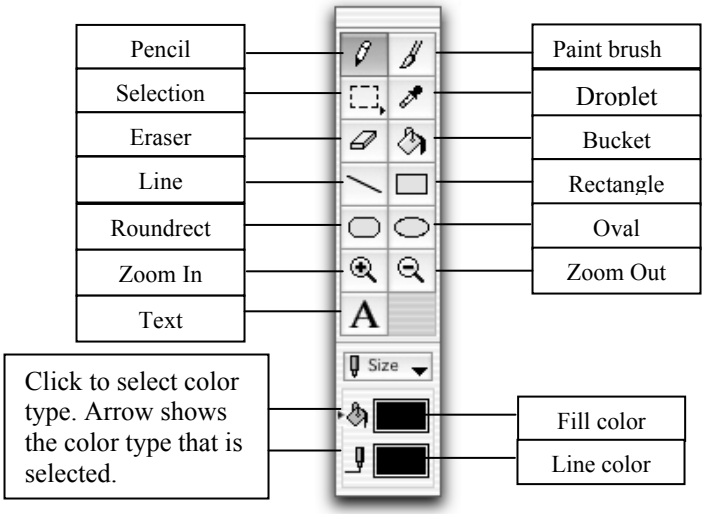
Now the image editing environment should open with your new blank image:



Paint Canvas – This is where image editing and enhancement occurs. Use a tool from the tool window by dragging or clicking here.
Tools – This window contains the tools you will use to modify your image.
Brushes – This window contains the eraser and brush tools.
Information – This window contains information about your image such as format, size, and depth.
Colors – This window allows you to change the selected color (line or fill color) from the tools window.
Patterns – This window allows you to change the pattern to fill the fill color with.
Zoom – This button displays a menu to change the current zoom of the Paint Canvas.

Now you know how to create a new image!

1-2. Tool Window



PhotoEdit uses the familiar painting tools found in modern day graphic editing programs. To use a tool, first select it and then click or drag within the paint canvas.

- **Pencil Tool -** draws a pencil stroke with a single solid color.
- **Paint Brush tool** - draws a brush stroke using the selected brush in the Brush Palette.
- **Selection Tools** - selects a portion of the Paint Canvas to apply transformations or effects.
    - It contains the following **selection tools**:
        - **Rectangle Marquee**: selects a rectangle region.
        - **Oval/Elliptical Marquee**: selects an oval region.
        - **Magic Wand**: selects a group of closely related colors.
        - **Lasso**: selects a region that you can draw out.
- **Droplet Tool** - picks up a color in the paint canvas.
- **Eraser Tool** - removes unwanted parts of your graphic using the selected brush.
- **Fill/Bucket Tool** - fills an area with the current selected color.
- **Line Tool** - draws out a line with the current line size and line color.
- **Rectangle Tool** - draws out a rectangle with the current line size and line color. Click the same tool again to turn on/off shape filling.
- **Roundrect Tool** - draws out a rounded rectangle with the current line size and line color. Click the same tool again to turn on/off shape filling.
- **Oval Shape** - draws out an oval with the current line size and line color. Click the same tool again to turn on/off shape filling.
- **Zoom In Tool** - zooms in closer to the graphic
- **Zoom Out Tool** - zooms out from the graphic

- **Text Tool -** Draws Text. Drag a rectangle to create a region for the text to lie within.

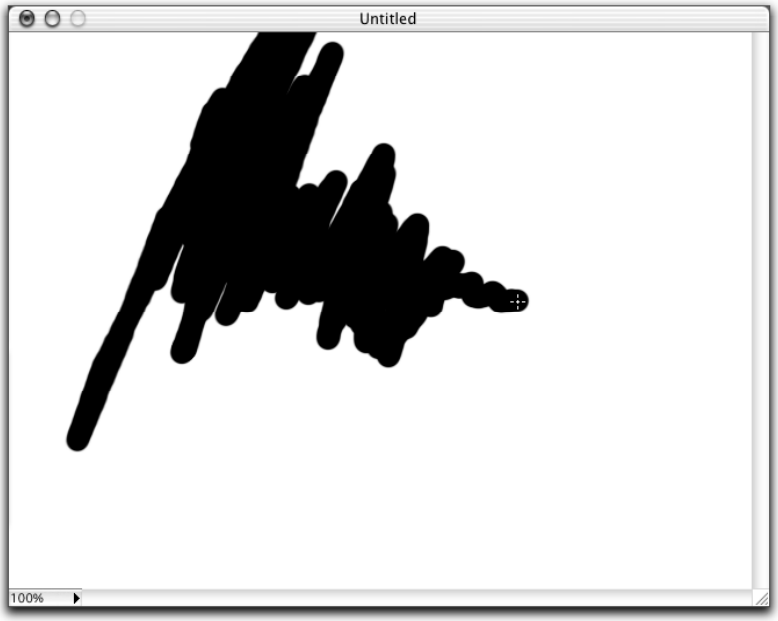
*The line size is the size of lines or borders drawn around shapes.

PhotoEdit has two types of color: the Fill Color and the Line Color. The Fill Color is the color used for filling an area/shape and painting. The Line Color is used for lines and borders.

By clicking on the bucket or pen next to the Fill and Line Colors, you can change the selected color. The selected color has an arrow next to it, and can be changed by either **clicking within the color box next to it then choosing a color from a color picker,** using the droplet tool, or changing the color in the Color Window:

Now let's start painting!

To do this:
- Switch to the Brush Tool:
*- Use the Brush Tool and paint within the **Paint Canvas**:*



Now lets erase some of the strokes we made by using the Eraser Tool.

To do this:
- *Switch to the Eraser Tool*
- *Erase some of the area you just painted:*

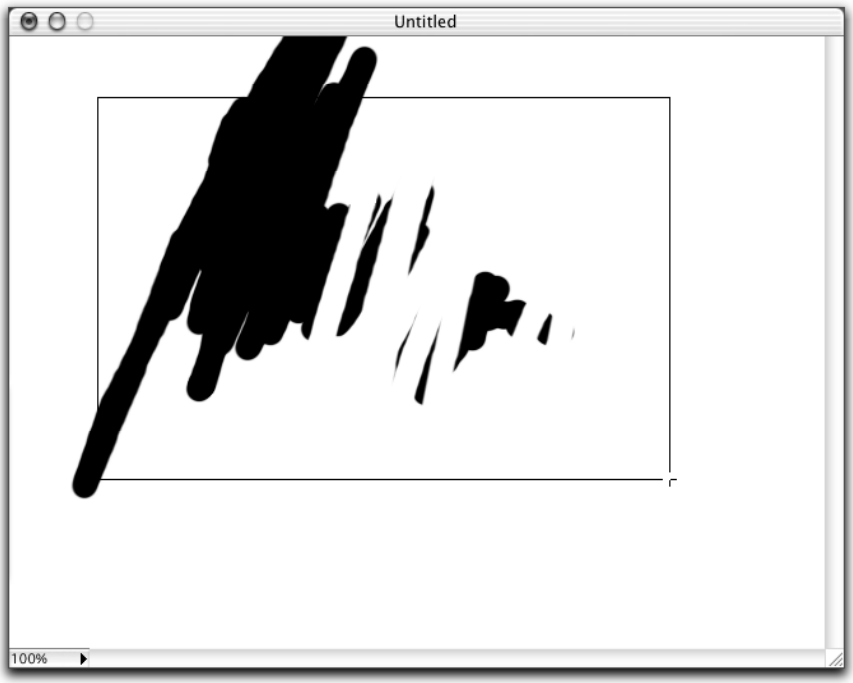
Now let's try using a shape tool.

To do this:
- *Select the Rectangle Shape Tool*

←

Now we need to draw the shape, but we want to draw it unfilled. With the shape tool selected, clicking on it the second time will turn the shape filling on or off:

Do this:
- *Click on the Rectangle Shape Tool again to turn off shape filling.*
- *Now drag the shape on the Paint Canvas to create an unfilled rectangle:*



Now that you have some hands on experience with these tools, you should have no problem using the rest.

1-3. Color Window

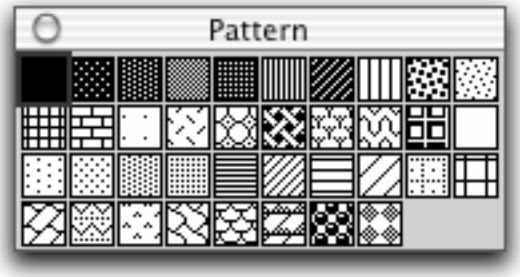
This is the **Color Window**. Use the color window to change the selected color in the **Tool Window**.

Color Bar – Drag within this bar to change the currently selected color.
Color Type – Click here to change the type of color in the **Color Sliders**.

Color Sliders – Drag each of these sliders to change a property of the **Color Type**.

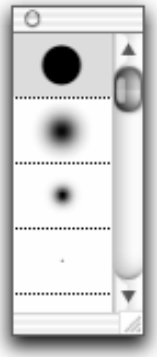
RGB - Red, green, and blue
HSV – Hue, Saturation, and Value
CMY – Cyan, Magenta, and Yellow

1-4. Patterns



This is the **Pattern Window**, click on a pattern to use when filling with the fill color.

1-5. Brushes



This is the **Brush Window**, click on a brush to change the current brush on the Brush or Eraser Tool

1-6. Selecting & Moving

In this section, we'll learn how to use the selection tools:

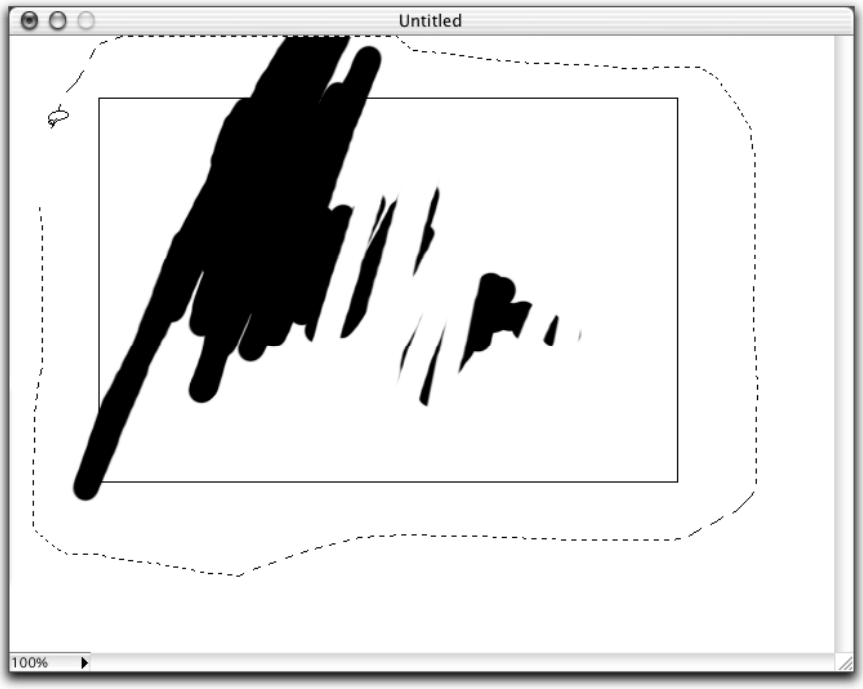
Click and hold down the selection button from the tool window to change to another selection tool.

Do this:
- *Select the Lasso tool:*

Now let's drag out a selection using the lasso tool.

To do this:

- *Drag the lasso tool over a region in the **Paint Canvas** to select them:*



Now that you have a selection, you may move the selected graphic by clicking and dragging your mouse over the selected region.

Now you have learned how to select using the selection tools. You may use any of the other selection tools to select a graphic region (*To switch to another selection tool, click and hold the mouse over the selection tool from the Tool Window*).

1-7. Modifying Selections

In this section, we'll learn how to use the selection in more depth, and how to modify the shapes of selections.

Selection Tools:

The Select menu contains several tools:

Bind to Edges – Wraps the selection around the empty region (white) of the selected graphic.
Unbind to Edges – Unwraps the selection to its bounding rectangle region.
Inverse Selection – Selects the unselected region and deselects the selected region.

Trim Selection – This option resizes the bounding rectangle region to include only non-empty regions.
Always Bind to Selection – This option always wraps around the non-empty graphic regions that you select.
Use Selector Only – This mode allows you to apply a filter or an effect to the selected region without actually modifying that region until you deselect.

Now let's switch the selector mode to use the **Selector Only**.

This mode allows you to apply a filter or an effect to the selected region without actually modifying that region until you deselect.

To do this:
- *Choose menu: Select → Use Selector Only*
- *Change the tool to the lasso tool:*

Now do this:
- *Draw the selector over a region.*
- *Choose any effect you please from the Effects menu.*

Now you have applied an effect using the Selector Only mode.

Now try this:
- *Move the selector over another graphic by dragging within the selected region.*

What you'll notice is that the recent effect gets discarded, but the selection remains the same. This mode allows you to easily apply effects to certain regions without actually modifying the original image.

Now try this:
- *Apply another effect to the selected graphic.*
- *Deselect by clicking outside of the selected graphic (or from menu: Edit → Deselect)*

Now you'll notice that the effect has been applied to that region. In the **Use Selector Only** mode, you cannot move the selected graphic, only the selector; you may only add an effect/filter to the selected graphic. When you are satisfied with the filter, deselect to add the change into your image.

Let's add an effect to the selected region of your image.

To do this:
- Using the lasso tool, draw out a selection over the region that you want to select.

If you have the **Use Selector** mode on, you may move the selector to select a different graphic region.

By holding the shift-key while you drag out a new selection you may add another region to the selected graphic. By holding the option-key while you drag out a new selection, you may remove parts of the selected region.

Do this:
- *Hold the shift-key and drag out a new selection over a region you want to add to your selection:*

Now your selection has expanded to the new region:

Now let's apply an effect to our selected graphic region.

To do this:
- Go to menu: Effects
- Choose a filter or an effect from the Effects menu

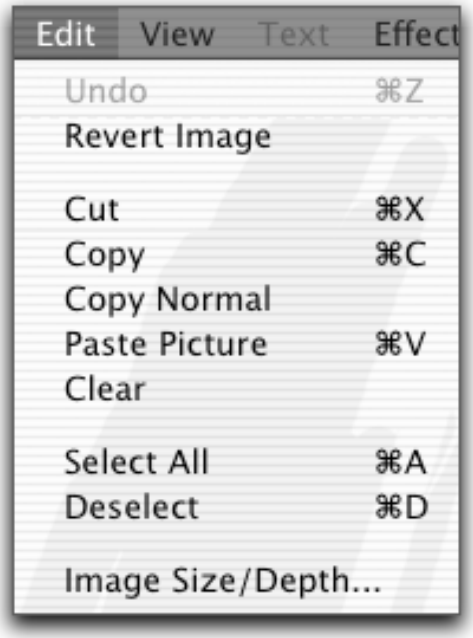
Now you have applied an effect or filter to the selected region of your image.

You have now learned the basics of image editing and manipulation!

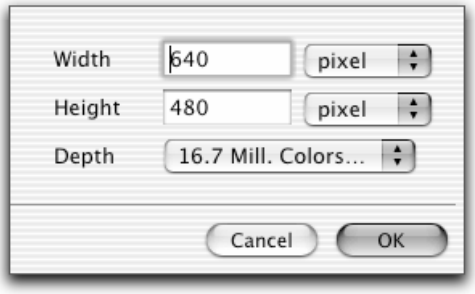
2. Editing and Techniques

2-1. Using the Edit Menu

In this section, we'll learn how to use the Edit menu to edit your image:



Undo /Redo – This menu will undo or redo the last action applied to your image.
Revert Image – This menu reverts the image to the image that was first loaded. If the image did not load from a file, then reverting it will show a blank image.
Cut – This menu deletes the selected image and copies it along with its mask onto the clipboard.
Copy – This menu copies the selected image along with its mask onto the clipboard.
Copy Normal – This menu copies the selected image without the mask so that it can be used in other programs.
Paste Picture – This menu pastes the previously copied image onto the clipboard.
Clear – This menu deletes the currently selected image.
Select All – This menu selects your entire image.
Deselect – This menu deselects your graphic selection and draws it onto your image.
Image Size/Depth – This menu shows you a dialog box that allows you to change the size and depth of your image:



Width – The width of your image
Height – The height of your image.
Depth – The number of colors your image supports.

2-2. Blend Modes

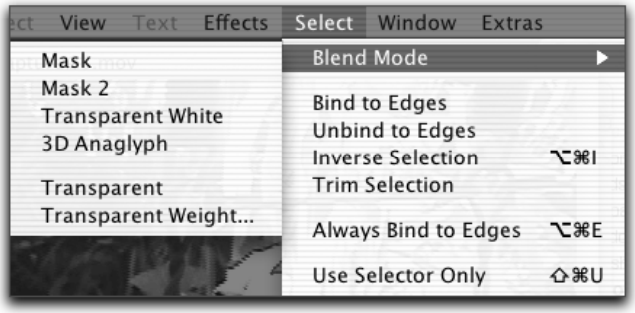
Before you begin, you need to have an image opened.

The graphic blending modes allow you to blend the selected graphic with the graphic underneath of it. By blending two images together, you can create cool looking transparent effects.

Let's begin blending images!

To do this:
- Insert an Image from a file (from menu: File → Insert Picture), or paste an image from the clipboard onto the Paint Canvas.

Now let's change the blend mode.



To do this:
- Go to menu: Select → Blend Mode

There are several Blend Modes:

Mask – This option will make the graphic underneath the selected graphic its mask:

Mask 2 – This option will make the selected graphic the mask of the graphic underneath:

Transparent White – This option will remove all the colors that are completely white from the selected graphic:

3D Anaglyph – This option will create an anaglyph image by combining 2 of the same image shot at slightly different angles to create a 3D illusion when viewed through 3D glasses:

Transparent – This option will make a certain percentage of the selected image transparent. You can set how transparent you want the selected image to be by changing the transparent weight.

-Transparent Weight – This menu will open a window allowing you to change the transparent weight.

Now do this:

- Choose one of the blend modes from above to see how they look like with your image.
- Deselect to apply the image blending.

That's all there is to blending images together!

2-3. Masking

Before you begin, you need to have an image loaded in the Image Editor.

In this section, you'll learn how to modify the mask of a selected image.
The mask is a grayscale image that determines which part of your image would be transparent (or see-through) and by how much. A completely black area would not be transparent, while an area of complete white will be completely transparent. The lighter the shade, the more transparent the color will be; the darker the shade, the less transparent.

Before we can edit an image's mask, we need to have an image selected.

To do this:
- *Insert an image from a file, or paste one from the clipboard.*

Now with the selected image, let's edit its mask.

To do this:
- *Choose menu: Effects → Mask…*

The current window will hide, and the Mask Editor will open.
The Mask Editor is just like the Image Editor except the Mask Editor shows how the selected image would look over your image.

Painting with white (or using the eraser tool) on the mask would make the image transparent:

If you make a mistake erasing the image's mask, you can paint it back in with black.

You may use the selection tools to fill in or delete parts of the mask.

You can insert or paste a ready made mask into the Mask Editor. If the mask uses black as transparent and white as solid, you can simply invert the mask to get it working.

Now try this:
- Use the eraser tool and mask out an object in your image:

Tips:
- Use a finer eraser brush to perfect the edges.

- When you make a mistake, you can paint it back in using the brush tool

Now do this:
- When you are happy with your masking, close the window.
-When it asks you to save the mask, click "Save" to set the mask of your selected image.

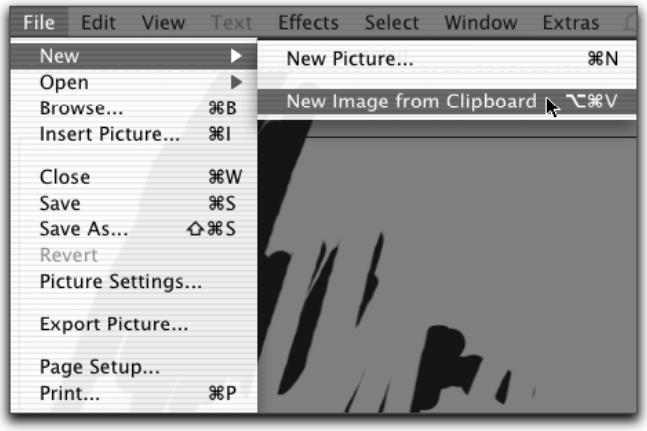
Now you should be back to the Image Editor with your selected image masked; you may move it anywhere you please. Deselect to apply the selected graphic on your image.

That's it; you have successfully masked an image. You can also place masked images over your movies in MediaEdit Pro!

2-4. New Image From Clipboard

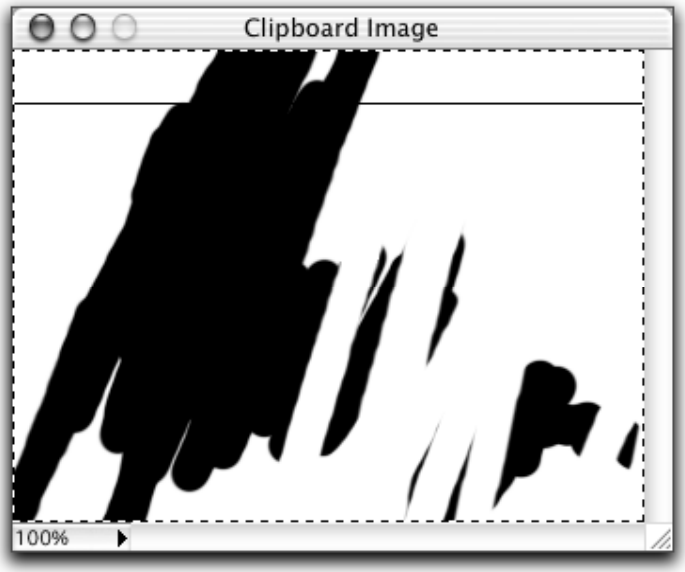
In this section, we'll learn how to create an image you copied to the clipboard. Before we begin, you must already have an image in the clipboard.

This feature is useful for putting an image away while preserving its mask, or even allow you to quickly edit/create an image straight from the clipboard.



To do this:
- *Choose File → New → New Image from Clipboard*

Now a new image will be created with the image from the clipboard selected:



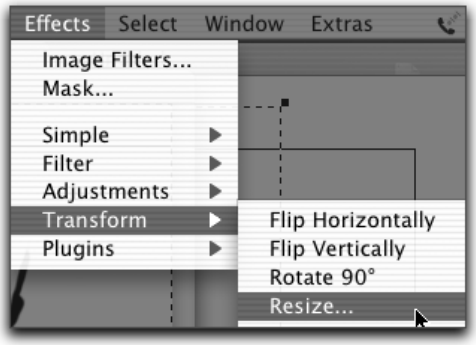
That's all there is to it. Now you've learned how to create an image straight form the clipboard!

2-5. Resizing Selected Image

Before we begin, you must have an image already selected ready to be resized.

In this section, we will learn 2 ways to resize a selected image.

1. Resizing from the menu:



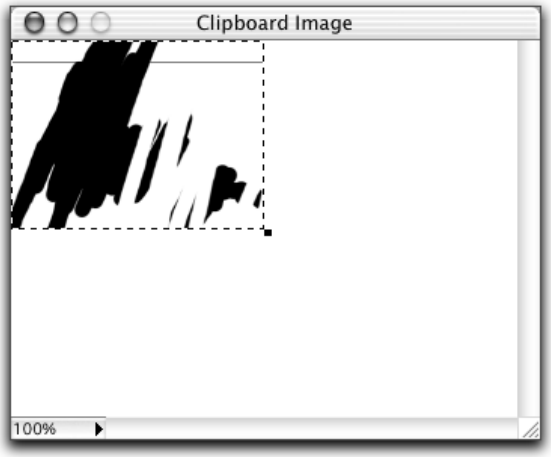
To do this: *Choose Menu: Effects → Transform → Resize…*

Next the following dialog box should appear:

Width -– Input the width you would like to scale the selected image by.
Height -– Input the height you would like to scale the selected image by.

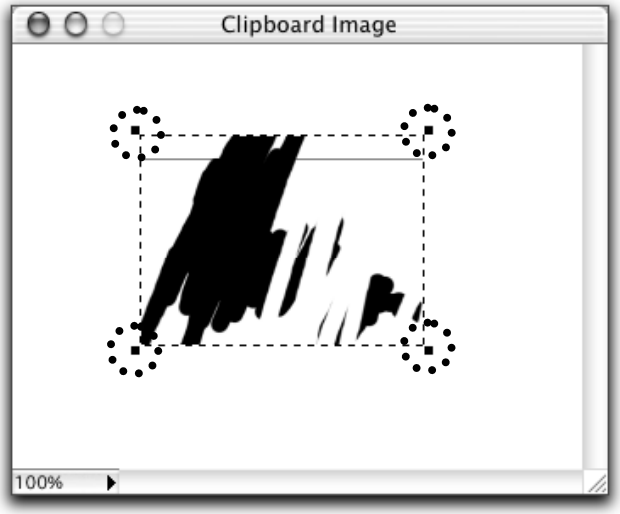
Try this:
- *Input 50% for both width and height*
- *Press **OK***

Now your image dimensions should be reduced by 50%:



2. Resizing from the Paint Canvas:

At the corners of a selected image's bounding rectangle, there are boxes that you may drag to resize:



To do this:
- Drag a corner from the selected image to resize. Hold the shift-key to resize the selection proportionally.

Now you have learned the two ways to resizing your image!

3. Image Enhancements & Filters

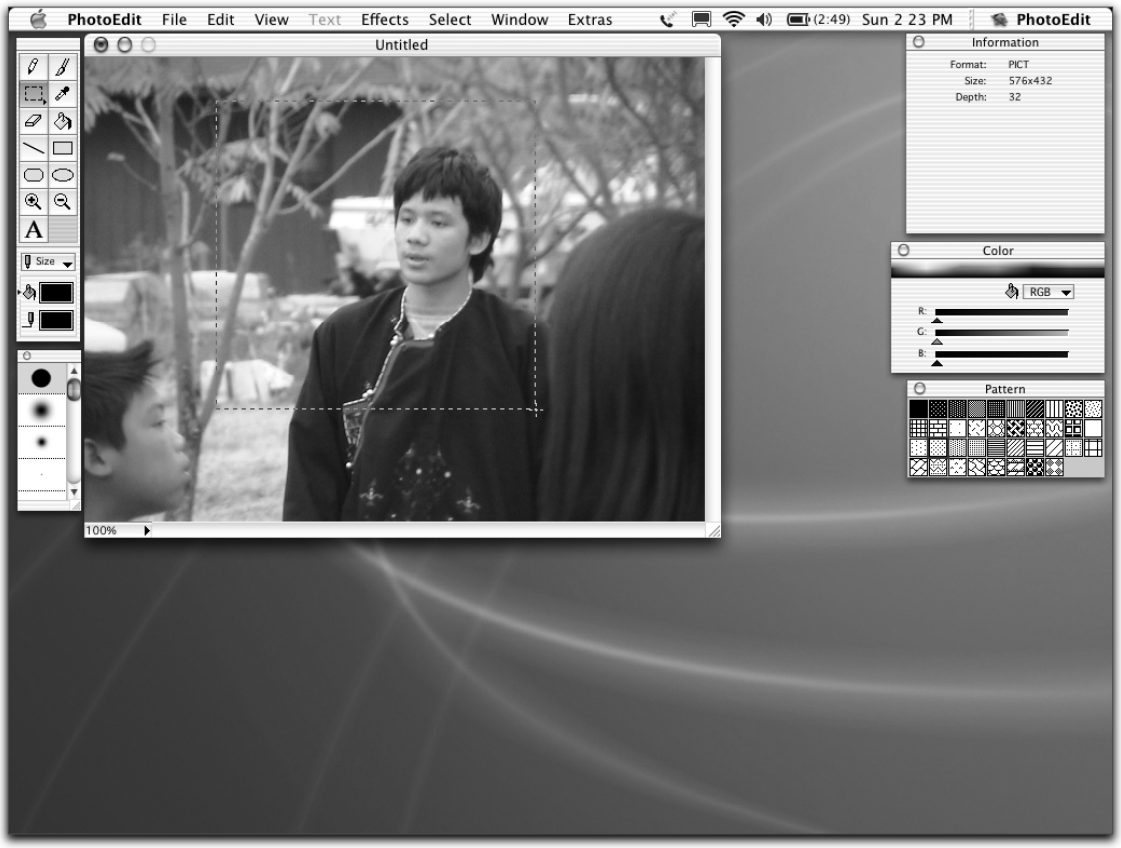
3-1. Adding Effects or Filters to Your Image

Before we begin, you will need to have an image opened.

In this section, we'll learn how to add effects or filters to parts or all of your image.

To do this:
- Switch to the rectangle marquee selection tool
- Using the rectangle marquee tool, select an area of the image that you want to add an effect/filter too (if you would like to select the entire image, choose menu: Edit → Select All).

Your image should now be selected like this:



Now let's add an effect or filter to that selected region. You may select an effect or filter from a submenu within the Effects menu.

To do this:
- Go to menu: Effects
- For our example, let's invert the selected portion of your image by choosing menu: Effects → Simple → Invert

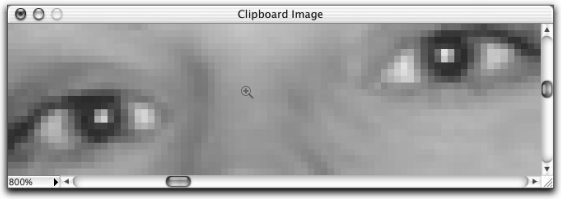
Now the effect or filter you have just chosen has been applied to your selected region:

Now you've learned how to add effects or filters to parts or all of your image.

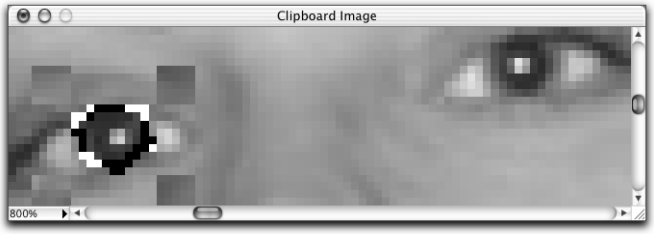
3-2. Removing Red Eye

In this section, we will learn about removing red eyes.
Before we begin, you must have an image loaded that contains red eye.

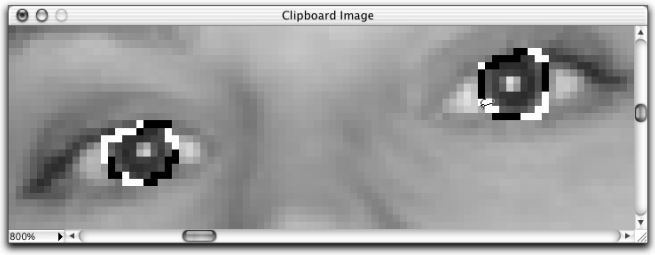
Do this:
- Zoom into the eye area using the zoom-in tool:



- Switch to the lasso or oval marquee selecting tool for selecting the eye (whichever you prefer).
- Carefully select around the pupil like below:



- Now select the second eye by holding the shift-key while carefully selecting around the second pupil like below:

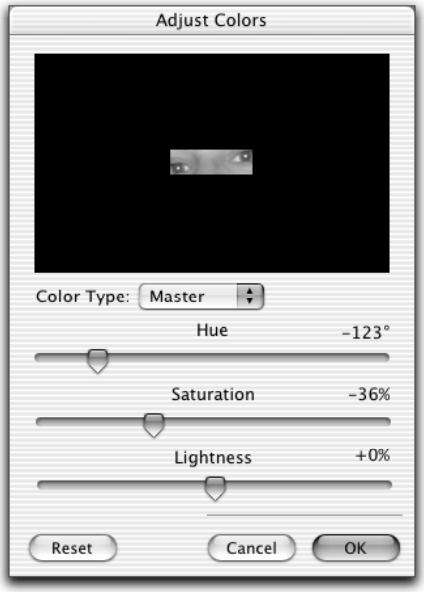


Now that you have the red eyes selected, let's remove them by adjusting their color.

To do this:

- Choose menu: Effects → Adjustments → Adjust Colors

The following dialog box should appear:



Color Type – The type of color you only want to adjust. By choosing Master, you are adjusting all the colors on your image.
Hue – Color; you may shift the color of the image by sliding left & right.
Saturation – Slide the bar right to soak up the colors. Slide the bar left to wash out the colors.
Lightness – Slide this bar right to add white to the colors of your image. Slide the bar left to add black to the colors of your image.
Reset – Resets all your settings with no color adjustments.

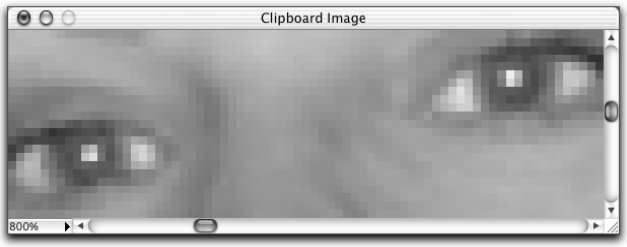
Now let's adjust the color of our selected eye.

To do this:

- Shift the hue from red to the subject's eye color.
- Shift the saturation up or down until it looks natural.
- If needed, you may also shift the Lightness, otherwise just leave it at 0%

Now we're done adjusting the eye color from red.
Do this:
*- Press **OK***

Now the red eye should be gone, and the eyes should be their natural color:

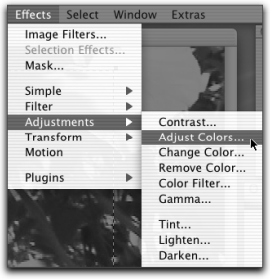


Congratulations, you've learned to remove red eyes from a photo!

3-3. Color Adjustments

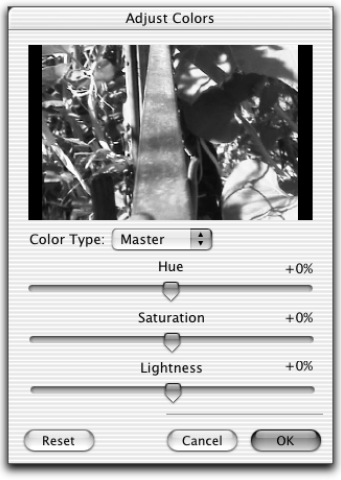
In this section, we'll learn how to adjust the colors of your image, but before we begin you must have an image loaded.

Do this:
- Switch to the rectangle marquee selection tool (or another selector tool if you wish).
- Using the selection tool, select an area of the image that you would like to adjust to.



Now let's adjust the image color!

To do this:
- Choose menu: Effects → Adjustments → Adjust Colors…



The following window should appear:

Color Type – The type of color you only want to adjust. By choosing Master, you are adjusting all the colors on your image.
Hue – Color; you may shift the color of the image by sliding left & right.
Saturation – Slide the bar right to soak up the colors. Slide the bar left to wash out the colors.
Lightness – Slide this bar right to add white to the colors of your image. Slide the bar left to add black to the colors of your image.
Reset – Resets all your settings with no color adjustments.

You may adjust the Hue, Saturation, and the Lightness of the color on the selected image. Let's remove half of the colors on our image.

To do this:
- *Slide the Saturation slider bar to about –25%*

You'll notice that the color on your image now looks grayish.
You may shift the other options to see how the images changes.

Now let's only adjust a specific color such as red.

To do this:
- *Change the color type from the **Color Type** pop up menu to "Reds"*
- *Adjust the saturation to about +25%*

Now what you get is an image with the other colors faded and the reds looking normal. You may adjust the "Reds" saturation higher to make it stand out more. If you would like to adjust other colors, you may choose them from the **Color Type** menu. By shifting the **Hue**, you can change the reds in your image to blues.

Do this:
- *When finished, press **OK**.*

The resulting effect will be applied to the selected region:

That's the basics of color adjustments.

3-4. Replacing Colors

Before we begin, you must have an image loaded.

In this section, we'll learn about changing a certain color on your image.

Do this:
- Select the region of the image that you would like a certain color to be changed:

Now do this:
- Choose menu: Effects → Adjustments → Change Color…

The following dialog box should appear:

Weight – This is the differences in color of the Change Color. You may adjust it to accept more or less differences in colors.
Hue Angle – This is the color (or hue) of the Change Color. You may use the scroll bar to shift the color.
Change Color – This is the color on your image to change. Click on the box to change the color.

Shift Hue – Allows you to shift the color (or hue) of the color to change in your image.
Shift Saturation – Allows you to shift the saturation of the color to change in your image.
Shift Lightness – Allows you to shift the lightness of the color to change in your image.

Do this:
*- Click on a color on the preview of your image to select the **Change Color** from your image.*

Now let's change the color that we selected to change.

To do this:
- Shift the Hue, Saturation, and Lightness until the color you're changing changes to the color you want.
*- If the color does not change the entire area you want or if it changes too much, you may adjust the colors you want to change by shifting the **Hue Angle** of the **Change Color** or the Weight of the **Change Color** until it covers the area you want.*
*- When the image in the preview box is what you want, then press **OK** to add the effect to your image.*

Now the color on your image should change:

Now you've learned to change colors on your image!

3-5. Keying-Out Color

Before we begin, you will need to have an image opened. You will also need to have a second image ready to be imported. The second image must have a region of the same color (works best with a blue or green background) to be removed.

In this section, we'll learn how to use a key color to generate a mask for the selected image.

Now let's insert the second image you have.

Do this:
- *Choose File → Insert Picture…*
- *Select your image from the next window and click **Open**.*

Now the inserted image should be selected like below:

Now let's remove a color from your image so that it becomes transparent over your first image underneath.

To do this:
- Choose menu: Effects → Adjustments → Remove Colors…

Now a window should appear:

Tolerance – This is the differences in color of the Key Color. You may adjust it to accept more or less differences in colors.
Hue Angle – This is the color to key out. You may use the scroll bar to shift the color.
Key Out – This is the color to key out. Click on the box to change the key color.
Shift Color Transparency – Allows you to change the transparency of the Key Color.

Smooth – This option will smooth out the edges of the clip over your movie. You may adjust how much to smooth the edges.
Shrink Edge – This option will shrink the edges. You may adjust how much of the edges to remove.

Now let's remove a color from our image.

To do this:
*- Click on a color on the preview of your image to select the **Key Color** from your image.*

Now let's fine tune the transparent area.

To do this:
*- If the color is not removed from the entire area you want or if it takes out too much, you may the adjust the colors you want to change by shifting the **Hue Angle** of the **Key Color** or the **Tolerance** of the **Key Color** until it covers the area you want.*
*- Shift the **Shift Color Transparency** slider to adjust the transparency of the **Key Color**.*
*- Shift the **Smooth** slider to smooth out any jagged edges.*
*- Shift the **Shrink Edge** slider to eliminate the excess colors on the edges of your image.*
*- When the image in the preview box is what you want, then press **OK** to add the effect to your image.*

Now your imported image should have transparent areas over your original image:

Now you've learned to remove a color from your image. You may fine tune the transparency further by editing its mask.

3-6. Brightness and Contrast

Before we begin, you will need to have an image opened.

In this section, we will learn to adjust the Brightness and Contrast on your image.

To do this:
- *Select the area on your image that you would like to adjust its contract and/or brightness.*
- *Choose menu: Adjustments → Contrast…*

Now the following dialog box should appear:

Contrast – Shift this scroll bar to change the contrast on your image.
Brightness– Shift this scroll bar to change the brightness on your image.

Do this:
- *Adjust the brightness*
- *Adjust the contrast*
- *When done, press **OK**.*

That's all there is to changing the contrast or brightness on your image!

3-7. Gamma

Before we begin, you will need to have an image opened.

In this section, we will learn to adjust the gamma on your image.

To do this:
- Select an area on your image that you would like to adjust the gamma.
- Choose menu: Effects → Adjustments → Gamma…

Next this window will appear:

All – Shift this slider to adjust the gamma on your image.
Red – Shift this slider to adjust only the red gamma on your image.
Green –- Shift this slider to adjust only the green gamma on your image.
Blue – Shift this slider to adjust only the blue gamma on your image.

Do this:
- Adjust the gammas.
*- When done, press **OK**.*

Now you've learned to change the gamma on your image!

3-8. Sharpening

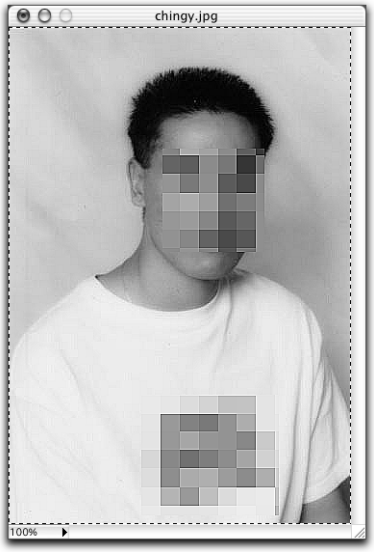
Before we begin, you will need to have an image opened.

In this section, we will learn to make your image sharper. There are many different types of image sharpening filters, but we will only discuss the basic sharpening filters in this section.

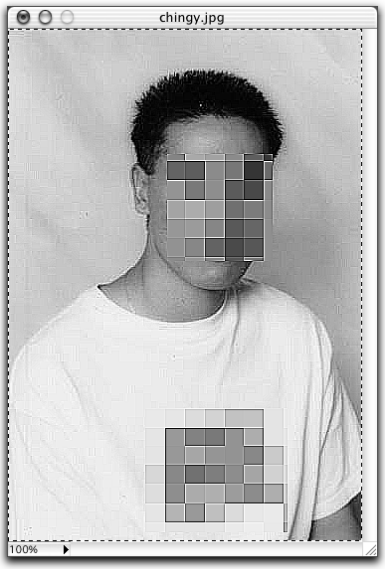
Do this:
- *Select the area on your image that you would like to sharpen.*

There are two types of image sharpening filters:

Sharpen – This filter sharpens your image:



Heavy Sharpen – This filter applies a much heavier sharpen filter to your image:



Now do this:

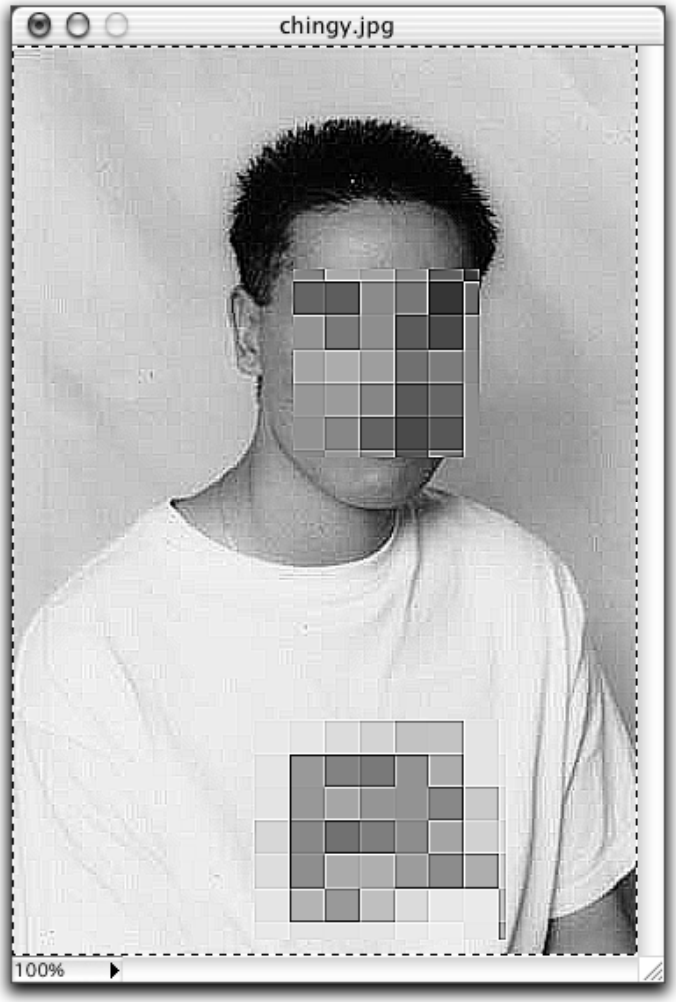
- Choose the type of image sharpening filter you would like to apply:

*1. **Sharpen** – Choose menu: Effects → Filter → Sharpen*

*2. **Heavy Sharpen** – Choose menu: Effects → Filter → Heavy Sharpen*

Now your image should look sharper than normal.

3-9. Smoothing

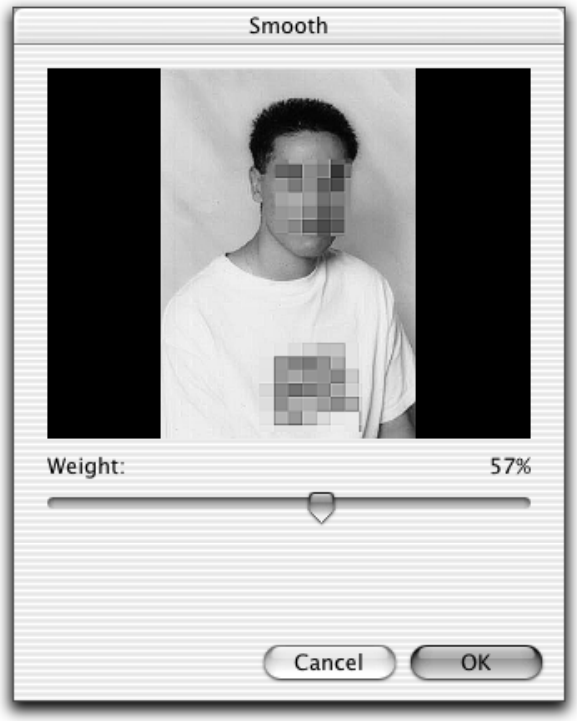


In this section, we will learn to make your image look softer or smoother by applying a smoothing filter. Before we begin, you will need to have an image opened.

Here is a very sharp image that looks very unnatural. By using the smooth filter, we will be able to smooth out the sharp edges giving it a natural look.

Do this:
- *Select the area of your image in which you would like to smooth out.*
- *Choose menu: Effects → Filter → Smooth…*

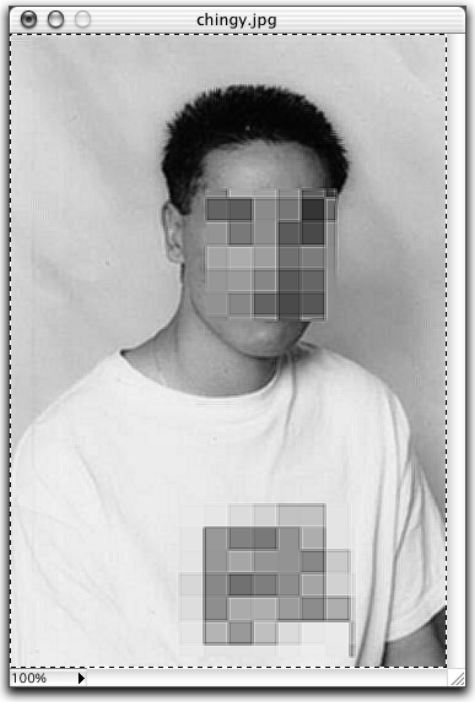
The following dialog box should appear:



Weight – Drag this slider to adjust the heaviness of the filter. The higher the weight, the heavier the smoothing.

Now do this:
- *Adjust the weight until the image looks smoothed enough.*
- *When done, press **OK**.*

Now your image should look smoother than before:

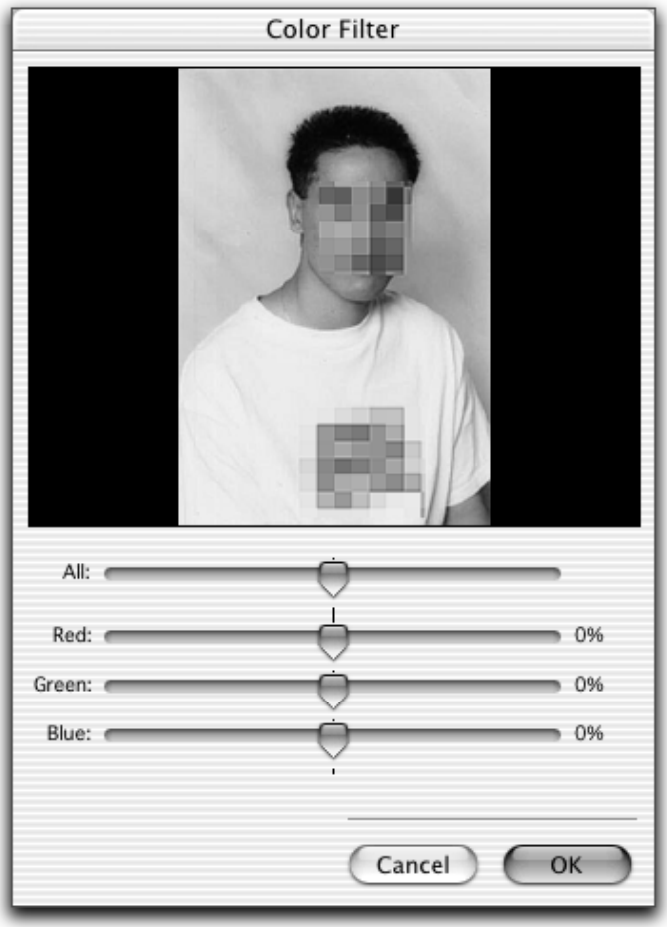


3-10. Color Filtering

In this section, we will learn to adjust the red, green, and blue color channels in your images. Before we begin, you will need to have an image opened.

Do this:

- Select the area on your image in which you want to adjust the color channels.
- Choose menu: Effects → Adjustments → Color Filter…

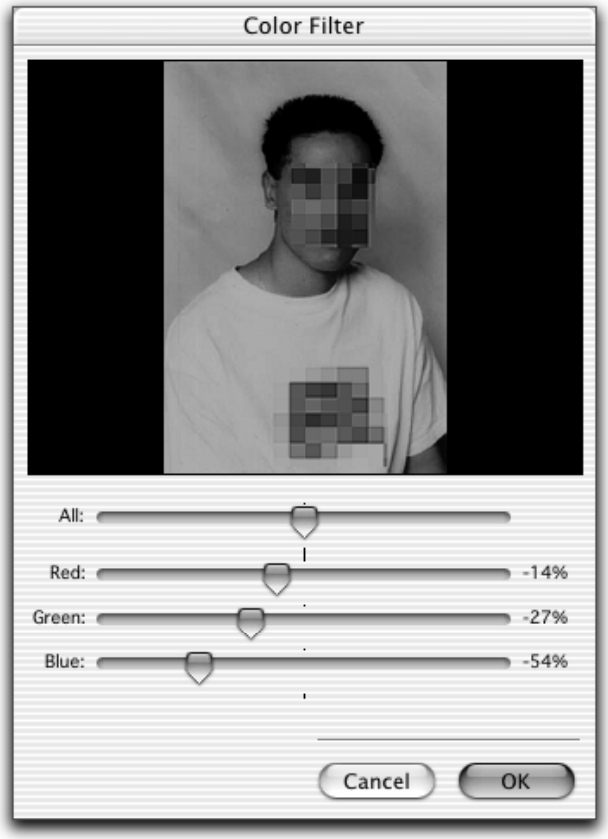


Now the following window should open:

All – Shift this slider to adjust the level of white on your image.
Red – Shift this slider to adjust only the red level on your image.

Green –- Shift this slider to adjust only the green level on your image.
Blue – Shift this slider to adjust only the blue level on your image.

Do this:
- *Adjust the values of Red, Green, and Blue like below:*



Now your image should have a red tone.

Now do this:
- Adjust the red, green, and blue levels until your image has the correct tone.
*- Press **OK** when complete.*

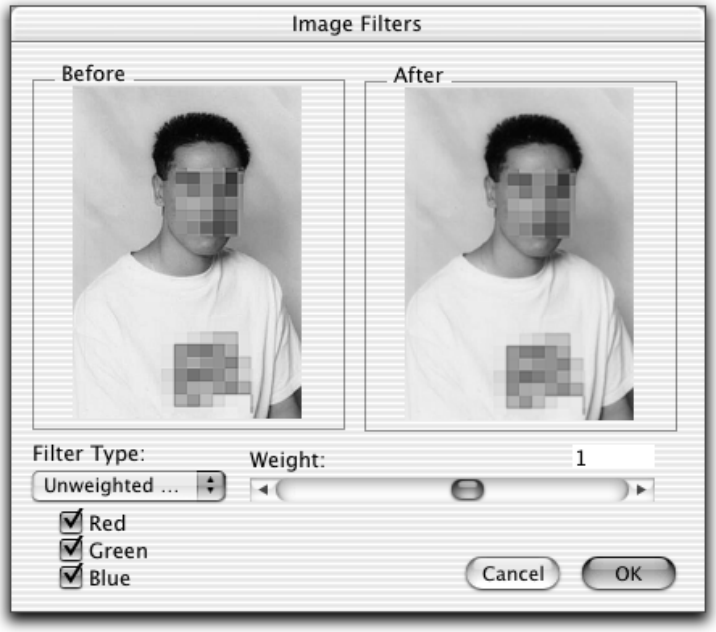
Now you've learned to adjust the color levels on your image.

3-11. Image Filters

In this section, we will learn to apply a collection of filters on your image. Before we begin, you will need to have an image opened.

Do this:
- Choose menu: Effects → Image Filters…

The window below should appear:



This is a collection of image filters which you may add to your image.

Before – This is your image before adding the filter.
After – This is your image after adding the filter.
Filter Type – This is the list of filters you may choose from. Select one that you would like to apply to your image.
Weight – This is the weight of the filter.

Red – Check this option to apply the selected filter to the red channel.
Green – Check this option to apply the selected filter to the green channel.
Blue – Check this option to apply the selected filter to the blue channel.

Now try this:
*- Select a filter from the **Filter Type** list.*

- Change the weight if needed.

Now your new image should appear under the **After** box.

Now do this:
*- Once you have selected the filter you like, press **OK** to add the filter to your image.*

Now you have applied a filter using the collection from the Filter window.

3-12. Creating 3D Anaglyphs

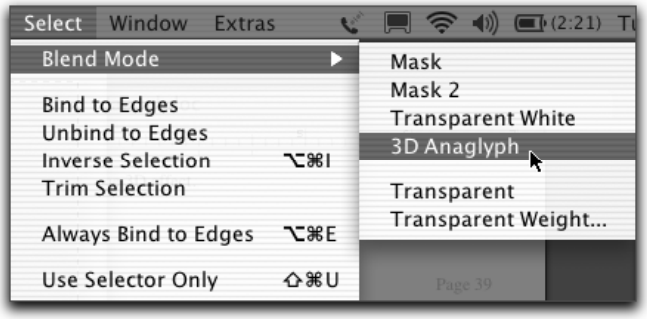
In this section, we will learn to create 3D images that are seen through red/blue or red/cyan 3D glasses in a few simple steps.

First, we need two identical images that are taken at slightly different angles (about 10 degrees apart).

Now let's combine these two images to create the 3D effect.

Do this:
- Open the image that is more to the right into PhotoEdit.
- Now insert the second image (the image more on the left) by choosing menu: File → Insert Picture…

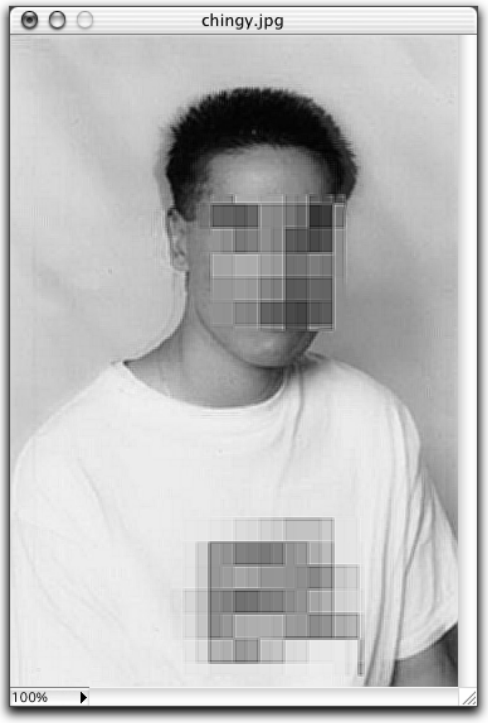
Now let's change the blend mode.



To do this:
- Choose menu: Select → Blend Mode → 3D Anaglyph

Now do this:
- Align your image until you see the least amount of red or cyan you can possibly get. You may purposely move them further apart for a more 3D look.
- For best results, be sure the excess cyan color is on the left and the excess red color is on the right.
- View your image through your 3D glasses until it looks right.
- Deselect to blend the images together.

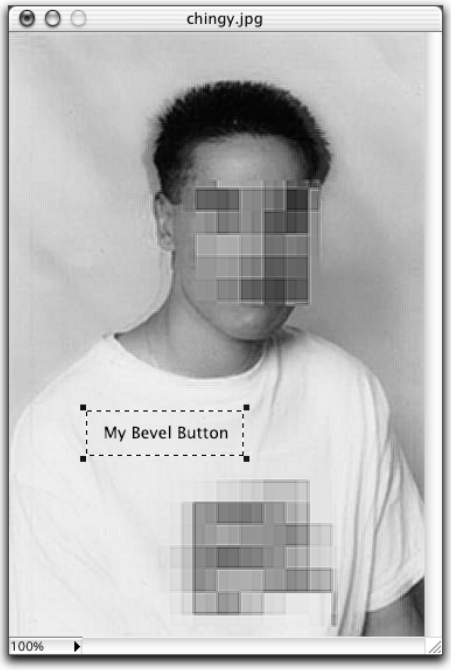
Now you should have a 3D anaglyph image:



3-13. Creating a Bevel Button

In this section, we will learn how to create simple bevel buttons using the bevel filter. Before we begin, you will need to have an image opened.

Do this:
- Select the Rectangle Marquee tool.
- Drag a rectangular area on your image. This selected area will be used as the button. You may add text to label the button before selecting the area:



Now let's bevel the area so it could be used as a button.

Do this:
- Choose menu; Effects → Filter → Bevel…

following dialog box should appear:

Now the

Weight – Change the weight to change the amount of the button's bevel.

To do this:
- *Slide the weight until the button's bevel is what you want.*
- Press **OK** to create your new bevel button:

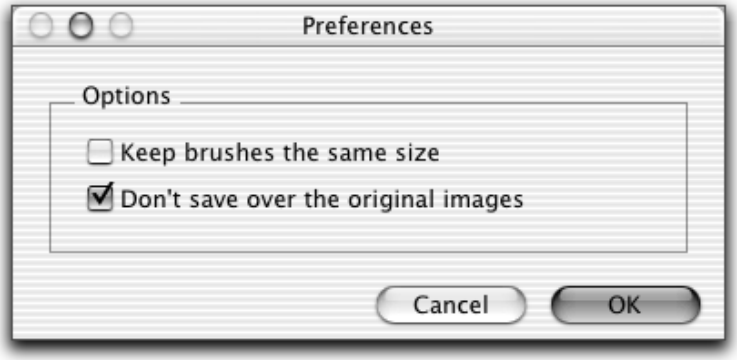
4. Extras

4-1. Preferences

In this section, we'll take about the Preferences in PhotoEdit.

To access the preferences,
Do this:
- *Choose menu: PhotoEdit → Preferences…*
- *If you're using Mac OS 9, choose menu: Apple → Preferences…*

The preferences window should open:



Keep brushes the same size:
Turn this option on to make the brush the same size on the screen when you zoom in or out of an image.

Don't save over the original images:
Turn this option on to only open a copy of the original image without harming the original file. When you turn it off, the original file will be modified when you save the image.

4-2. The Media Browser

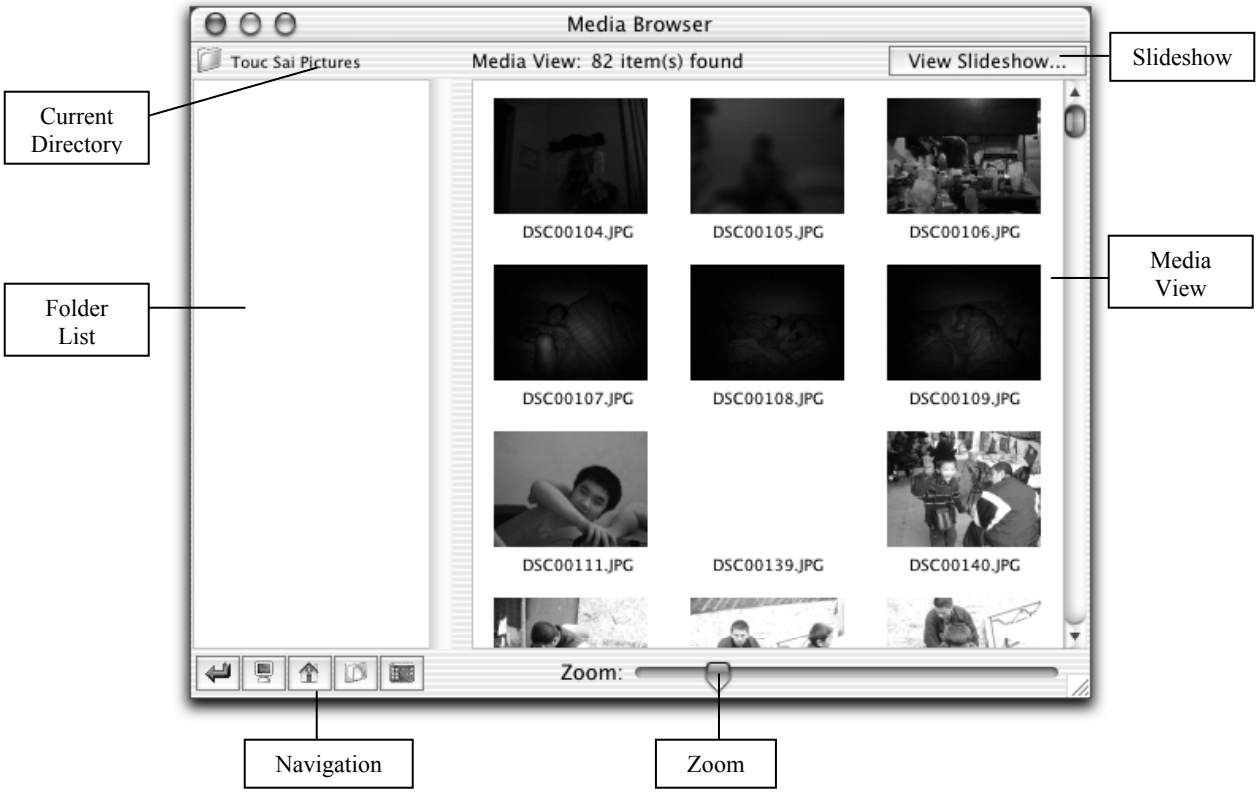
In this section, we'll learn about the Media Browser.

The Media Browser is a great tool for browsing image and movie files on your hard drive or disks. It has the ability to view images at any size directly from the browser. With its unique slideshow feature, you can easily do a slideshow from a folder of images.

Let's open the Media Browser!

To do this:
- *Choose menu: File → Browse…*

This is the Media Browser:



Current Directory – This is the current folder your are in. Click the icon beside it to move to the parent folder. Click on the directory name to show media files within the Current Directory.
Folder List – This is the list of folders in the **Current Directory**. Double-click on a folder to change to that directory.
Navigation – These buttons allow you to navigate to the parent folder, root, home folder, document folder, and the desktop folder.
Media View – The Media View creates a preview of movies and images within the current directory or a selected folder from the **Folder List**. Double-click on an image to edit it.
Zoom – This slider zooms the **Media View**. You may zoom in to the selected image by sliding the slider to the right. Sliding to the left will zoom out the **Media View** revealing more images.
Slideshow – Click here to view a slideshow of the images within the Media View.
Slideshow settings – This window lets you to change settings on your slideshow.

Cycle Delay – The delay between each slide.
Cycle Direction – The direction to play the slide.
Images Visible – This is the number of images to show at the same time in the slideshow.
Show Labels – Turn this option on to display the name of the media file in the slide show.

Do this:
- *Browse to a folder with some images on your hard drive.*

You'll notice that all of your images will appear in the **Image View.**
The **Folder List** to the left will show a list of your folders in that directory.

Let's zoom into an image.
To do this:
- *Select an image you want to see a larger preview on.*
- *Drag the **Zoom** slider all the way to the right.*

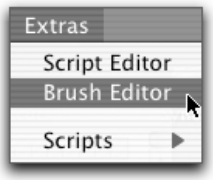
Now you'll notice that the selected image fills the **Media View**.
You may double-click on an image in the **Media View** to edit that file.

Now you've mastered the Media Browser!

4-3. Custom Brushes

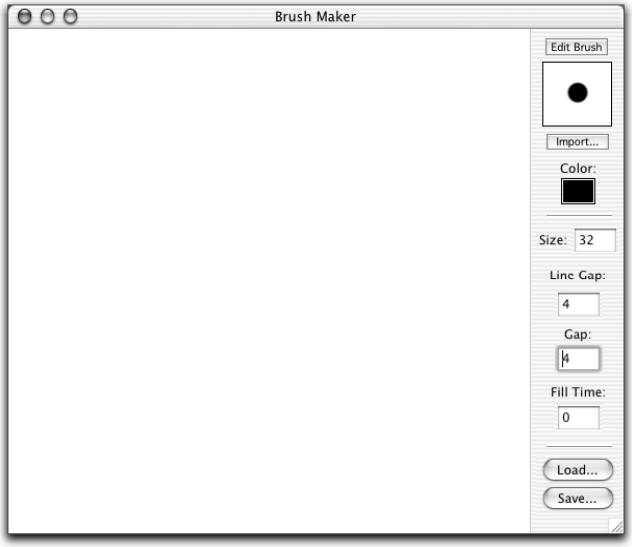
You may create your own custom brushes if the current set of brushes do not fit your needs. All the installed brushes are located in the Brushes folder of the PhotoEdit folder; you may add or remove brushes by dragging brushes in and out of that folder.

The brush editor is a unique tool to create your own custom brushes.
Let's open the brush editor.



To do this:
- Choose menu: Extras → Brush Editor

Now the Brush Editor window should open:



Edit Brush – Click here to edit the brush's mask with the Image Editor
Import – Selects an image file to use as the brush's mask.
Color – This is the current color to use for painting.
Size – This is the size of the brush (in pixels). You may resize it by changing this value.
Line Gap – This is the space between each brush for long strokes.
Gap – This is the space between each brush for short strokes.
Fill Time – This is the time in 1/60th of a second to redraw the brush.

Load – Loads a brush file into the Brush Editor.
Save – Saves the current brush to a brush file.

Now you may create your own brushes, if you don't know where to start, you may load one of the existing brushes from the brush folder.

After setting your brush settings and creating the brush's mask, you may test your brush on the white canvas area to the left.

Once you are satisfied with your brush, you may save it to a file. To use the brush, you must copy the brush file to the Brushes folder within the PhotoEdit folder, and restart PhotoEdit.

4-4. The Rbscript Language and what you can do with it

In this section, we will learn about using scripts to create custom macros, transitions, filters, and effects.

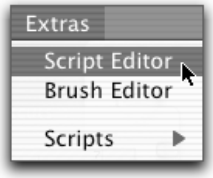
We are not going to discuss how to use *Rbscript,* but rather what we could do with them. Otherwise it is a manual in itself. *Rbscript* scripts use the BASIC programming language. Programs such as REALbasic and Microsoft Visual Basic also use the BASIC programming language, so if you want to learn how to use *Rbscript*, they are a great way to start.

Macros are put into the Scripts folder. Transitions and effects plug-ins are put into the Plug-ins folder.

You may access macros from menu: *Extras → Scripts*

You may access the effects plug-ins from menu: *Effects → Plugins*
Transition plug-ins appear at the bottom of the list in the transition window.

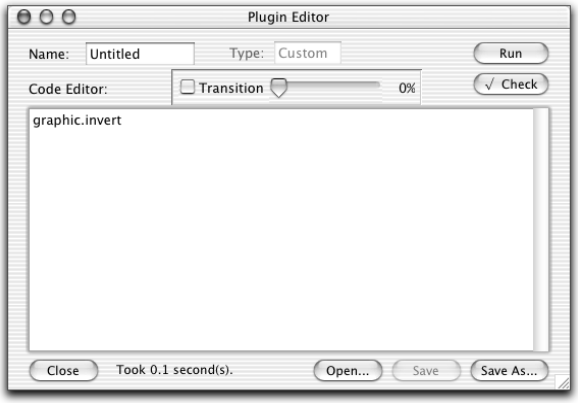
Starting your script by opening the Script Editor:



Do this:
- Choose menu: Extra → Script Editor

This is the Script Editor:

Name – Name of the Script as it appears in the program.
Type – This is the transition type (i.e. FADE, WIPE); you must turn on **Transition** to set a transition type.
Transition – Check this option to make this plug-in a transition instead.
*****The slide allows you to change the frame of the transition.
Code Editor – Enter your code here. If you would like to see an example code, open the sample plug-ins included with MediaEdit Pro in the Plug-ins folder.
Run – Runs the code.
Check – Checks your code's syntax.
Open – Loads a plug-in file.
Save – Saves the current plug-in.
Save As – Saves the current plug-in to a new file.



Let's do a sample effect.

To do this:
- Enter "graphic.invert" into the code editor.
*- Press **Run***

Presto! It should show an inverted image. You may see a list of image effects and filters in the list on the next page.

The Following are Classes, Commands, and Functions that are allowed in Rbscript:

Global Picture Objects:
graphic as picture//the graphic of the selected image or the image to do effects on
framepicture as picture//the current frame image

All operators are supported:
+ - * / \ Mod
< = > <= >= <>
And Not Or

All three forms of comment are supported:
' // REM

Standard library functions:
Abs(Double) As Double
Acos(Double) As Double
Asc(String) As Integer // letters between 0 and 127 only
AscB(String) As Integer // no high-ASCII characters
Asin(Double) As Double
Atan(Double) As Double
Atan2(Double, Double) As Double
BitwiseAnd(Integer, Integer) As Integer
BitwiseOr(Integer, Integer) As Integer
BitwiseXor(Integer, Integer) As Integer
ByRef option
ByVal option

CDbl(String) As Double // identical to Val()
Ceil(Double) As Double
Chr(Double) As String
ChrB(Double) As String
Const name = value
Cos(Double) As Double
CountFields(String, String) As Integer
Dim
Do...Loop
Exit
Exp(Double) As Double
False
Floor(Double) As Double
For...Next
Format(Double, String) As String
Function
Goto
Hex(Integer) As String
If...Then...Else
InStr(Integer, String, String) As Integer
InStrB(Integer, String, String) As Integer
Left(String, Integer) As String
LeftB(String, Integer) As String
Len(String) As Integer
LenB(String) As Integer
Log(Double) As Double
Lowercase(String) As String
LTrim(String) As String
Max(Double, Double) As Double
Microseconds As Double
Mid(String, Integer, Integer) As String
MidB(String, Integer, Integer) As String
Min(Double, Double) As Double
NthField(String, String, Integer) As String
Oct(Integer) As String
Pow(Double, Double) As Double
Redim
Rem
Replace(String, String, String) As String
ReplaceAll(String, String, String) As String
Right(String, Integer) As String
RightB(String, Integer) As String
Rnd As Double
Round(Double) As Double
RTrim(String) As String
Select Case
Sin(Double) As Double
Sqrt(Double) As Double
Str(Double) As String
StrComp(String, String, Integer) As Integer
Sub
Tan(Double) As Double
Titlecase(String) As String
Trim(String) As String
True
Ubound(array) As Integer
Uppercase(String) As String
Val(String) As Double // scientific format not recognized
While...Wend

Commands and Functions:
FillColor() as color-returns the current user selected fill color

LineColor() as color-returns the current user selected line color

Color Funtions:
RGB(red as integer,green as integer,blue as integer) as color-returns the color from the value given, use values between 0-255
CMY(cya as double,magenta as double,yellow as double)-returns the color from the value given, use values between 0-1
HSV(hue as double,saturation as double,value as double)-returns the color from the value given, use values between 0-1
selectColor(BYREF c as color, msg as string) as boolean

Picture Class:
Constructor:
picture=newpicture(width,height)

Properties:
Height as integer
Width as integer
Depth as integer

ForeColor as Color
Pixel(x as integer,y as integer) as color
PenWidth as integer
PenHeight as integer

Mask as picture

Bold as Boolean
Italic as Boolean
Underline as boolean
TextSize as integer
TextFont as String
TextHeight as integer
TextAscent as integer
StringHeight(text) as integer
StringWidth(text) as integer

Methods:
GetSelectionleft() as integer//get the x position of the selection
GetSelectionTop() as integer//get the y position of the selection
GetSelectionWidth() as integer//get the width of the selection
GetSelectionHeight() as integer//get the height of the selection

Drawpicture picture,x,y[,DestWidth,DestHeight,SourceX,SourceY,SourceWidth,SourceHeight]
FillRect x,y,width,height
ClearRect x,y,width,height
DrawRect x,y,width,height
DrawLine x1,y1,x2,y2
DrawPolygon Points() as integer
FillOval x,y,width,height
DrawOval x,y,width,height
FillRoundRect x,y,width,height,OvalWidth,OvalHeight
DrawRoundRect x,y,width,height,OvalWidth,OvalHeight
DrawString Text,x,y,[WrapWidth]

Effects: //amount=Value between 0-1
Grayscale
Invert
Blur
FlipHorizontally
FlipVertically
SkipLine

DeInterlace
Tint(amount as double, color as color)
Darken(amount as double)
Lighten(amount as double)
Twirl(amount as double)
Pixellize(amount as double)
Noise(amount as double)
NoiseMono(amount as double)
Fracture(amount as double)
Bevel(amount as double)
Filter(FilterType as integer,weight as double)//weight: between -1 & 1
Rotate90()
Rotate(Angle as integer,BackColor as color)//Angle is between 0-360 Degrees; BackColor is the background color of the rotated image
Resize(width as integer,height as integer)
AdjustColor(value1 as double,value2 as double,value3 as double,mode as integer)//values between -1 & 1, mode 0=HSV, mode 1=RGB, mode 2=CMY
ChangeColor(color,hue as double,saturation as double,value as double,weight as double)
Threshold(rangeStart as double,rangeEnd as double,obscure as double)//values between -1 & 1
KeyOutColor(color,colorTrans as double,tolerance as double,smooth as integer,shrink as integer)//colorTrans: between -1 & 1
ContrastBrightness(contrast as double,brightness as double)//values between -1 & 1
Anaglyph(p as picture)
GamaFilter(red as double,green as double, blue as double)//values between 0.2 and 5.0
ColorFilter(red as integer,green as integer, blue as integer)//values between -255 and 255

Folderitem Class
Constructors:
Folderitem=GetOpenFolderItem()
Folderitem=GetSaveFolderItem(name as string)
Folderitem=SelectFolder
Folderitem=Volume(VolumeNumber as integer)
Folderitem=TrashFolder
Folderitem=DesktopFolder
Folderitem=PreferencesFolder

Properties:
Name as string
Path as string
MacCreator as string
MacType as String
Exists as boolean
Directory as boolean
Count as integer

Methods:
openaspicture() as picture
Parent as Folderitem
Child as Folderitem
MoveFileTo(Dest as folderitem)
CopyFileTo(Dest as folderitem)
Delete

Others:
OpenDocument f as folderitem//opens the file using the appropriate editor
viewmovie f as folderitem//opens in view mode
CloseWindow//closes frontmost window
MouseX as integer//mouse X in paint canvas
MouseY as integer//global mouse Y in paint canvas
gMouseX as integer//global mouse X
gMouseY as integer//global mouse Y
UserCancelled as boolean

DoSave
DeleteSelection//deletes selected clips, frames, or portion of movie
SetGraphicSelection x,y,width,height//sets the selection region of graphic
beep [amount as integer] -plays the system beep
msgbox string/integer -*displays a message box containing the value*